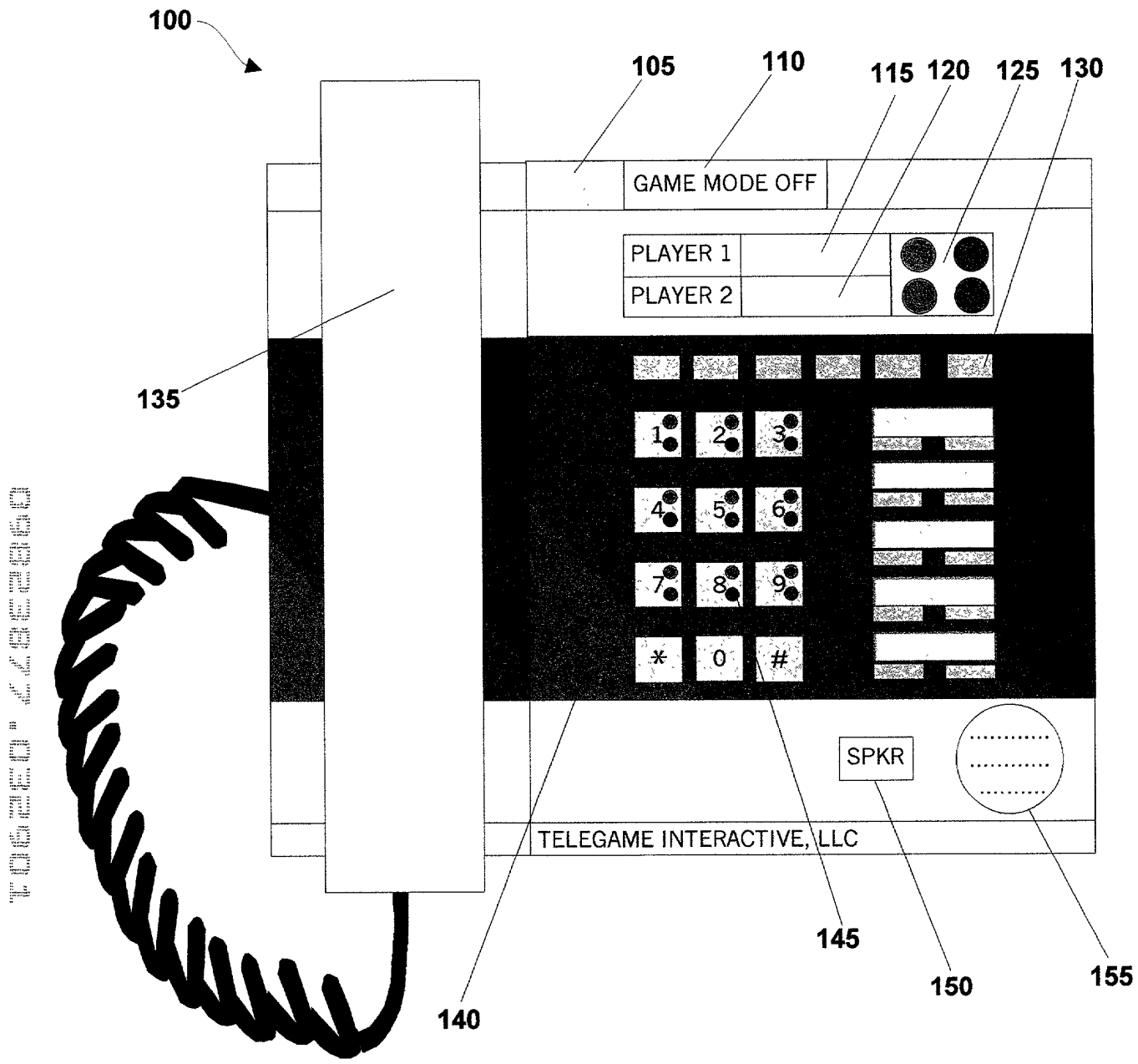

100
105
110
115
120
125
130
GAME MODE OFF
PLAYER 1
PLAYER 2
135
1
2
3
4
5
6
7
8
9
*
0
#
SPKR
TELEGAME INTERACTIVE, LLC
140
145
150
155

FIG. 1

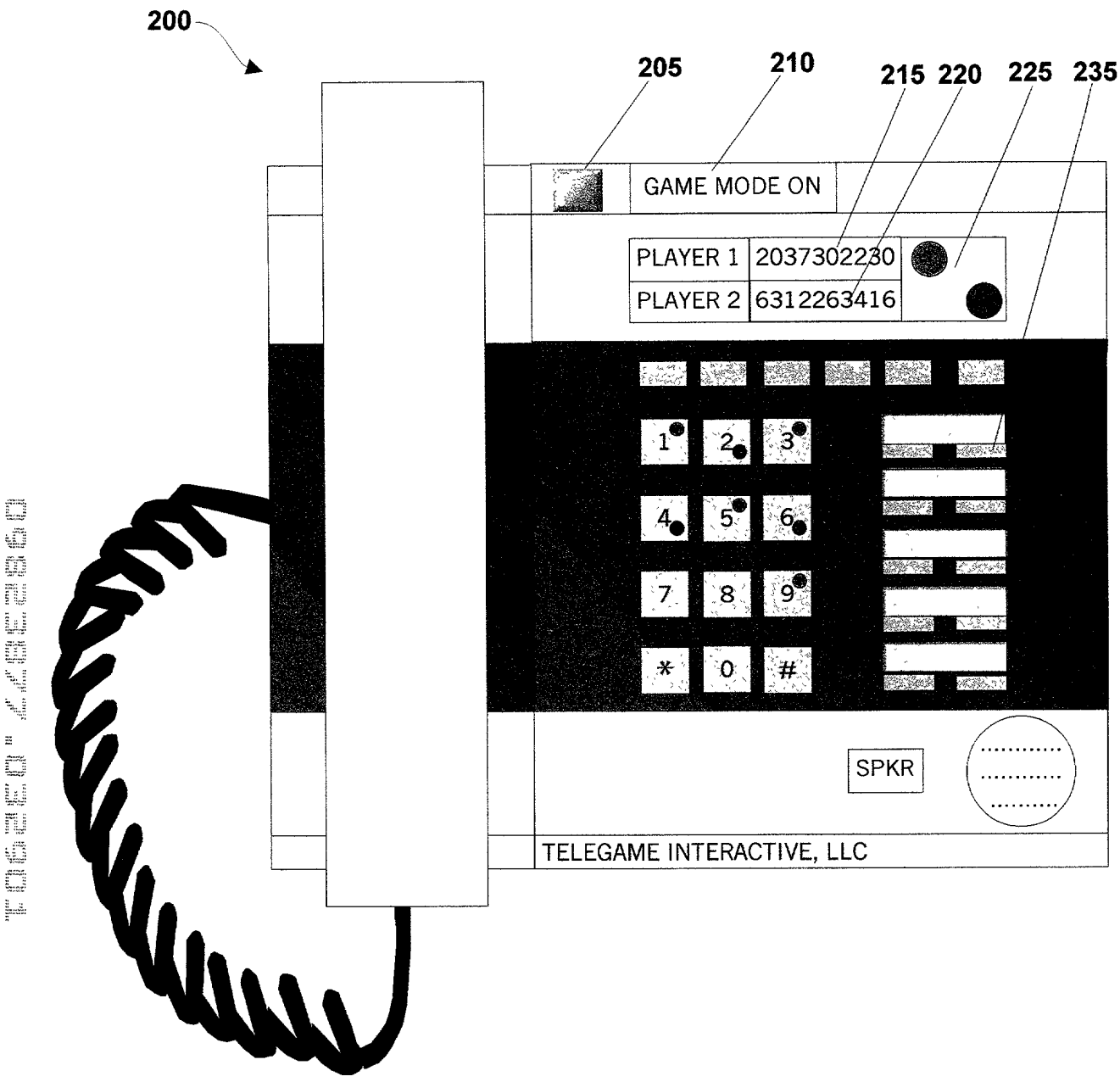

200
205
210
215
220
225
235
GAME MODE ON
PLAYER 1
2037302230
PLAYER 2
6312263416
1
2
3
4
5
6
7
8
9
*
0
#
SPKR
TELEGAME INTERACTIVE, LLC

FIG. 2

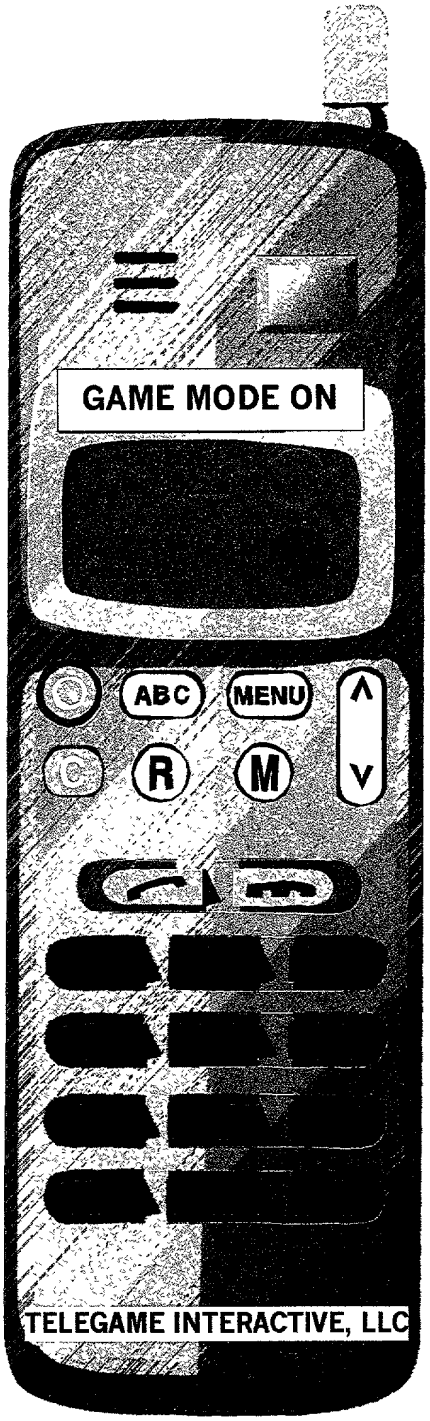
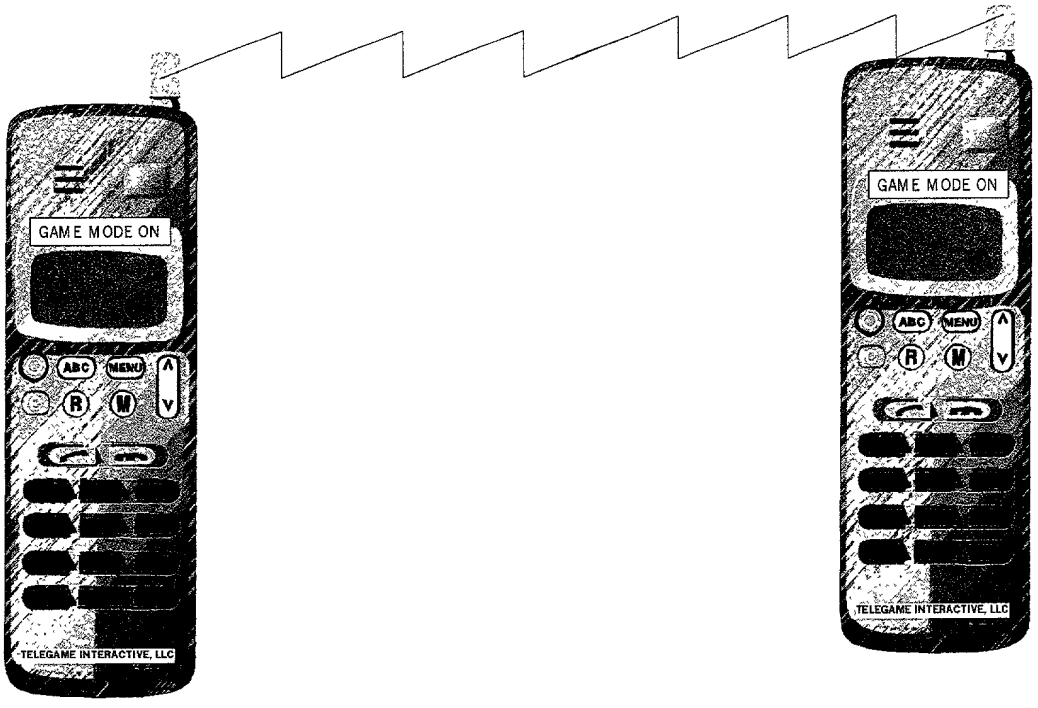


FIG. 3

Patent Application Publication



PLAYER 1

PLAYER 2

FIG. 4

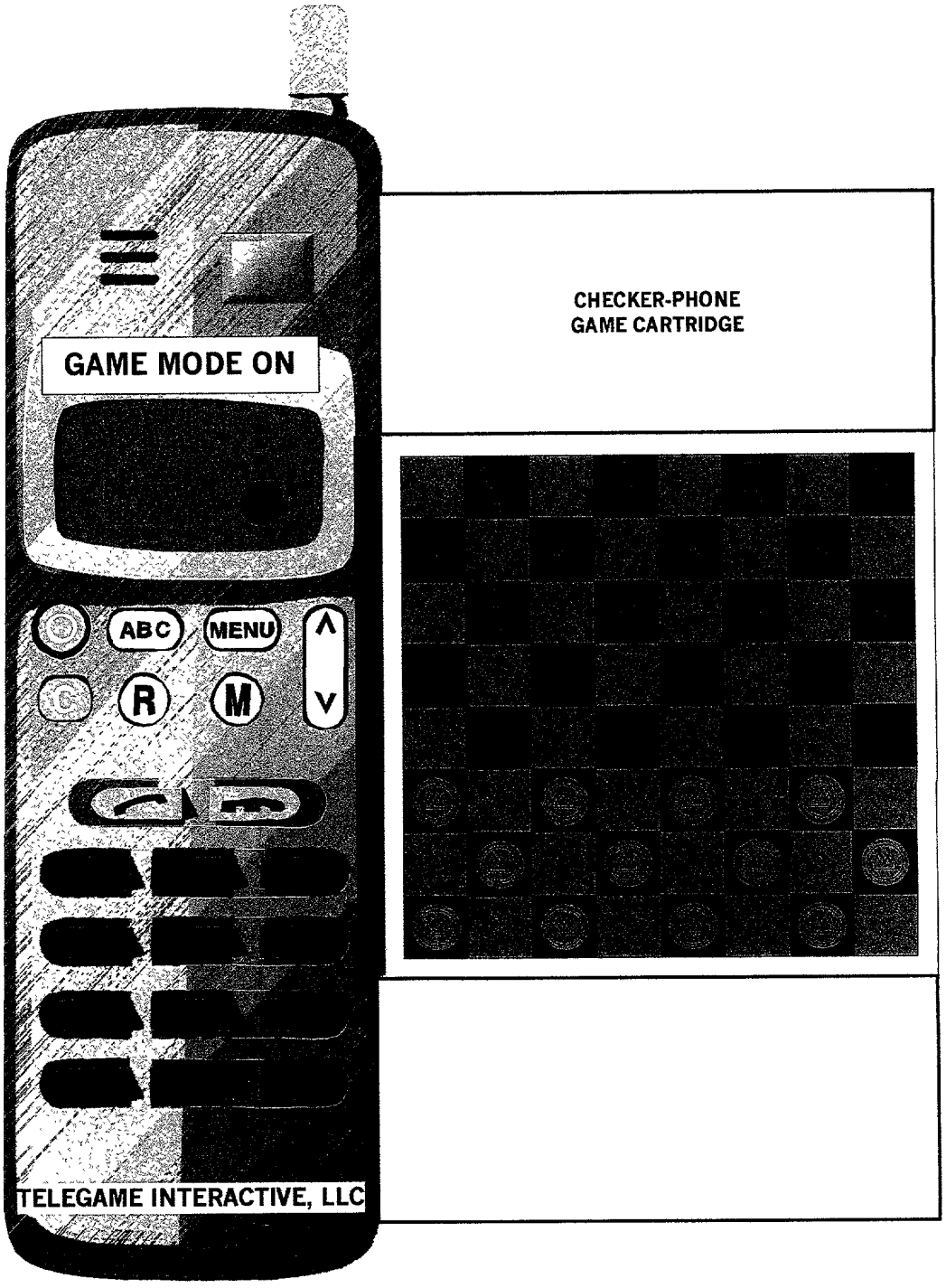

GAME MODE ON
ABC
MENU
C
R
M
TELEGAME INTERACTIVE, LLC
CHECKER-PHONE
GAME CARTRIDGE

FIG. 5A

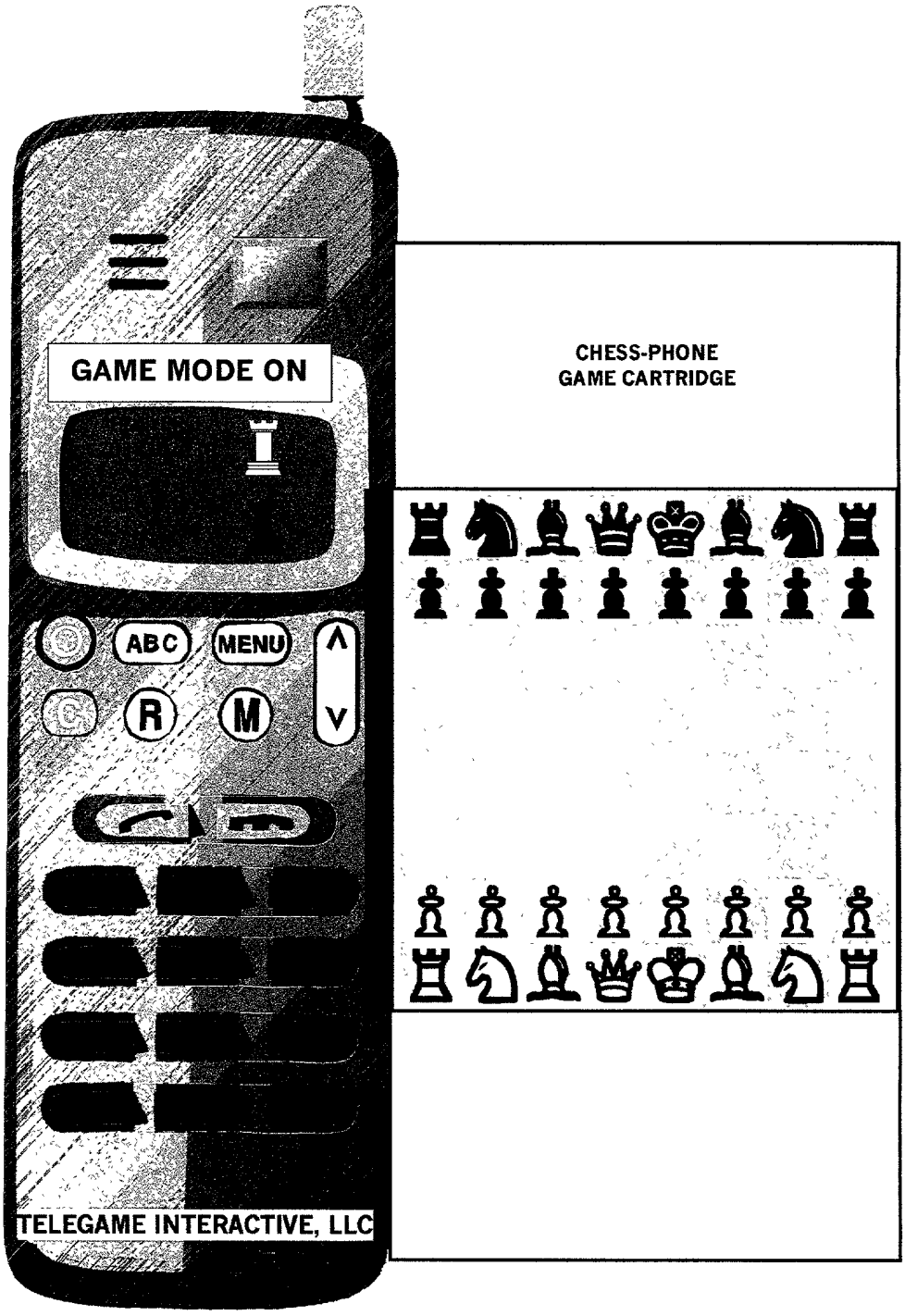

GAME MODE ON
ABC
MENU
C
R
M
TELEGAME INTERACTIVE, LLC
CHESS-PHONE
GAME CARTRIDGE

FIG. 5B

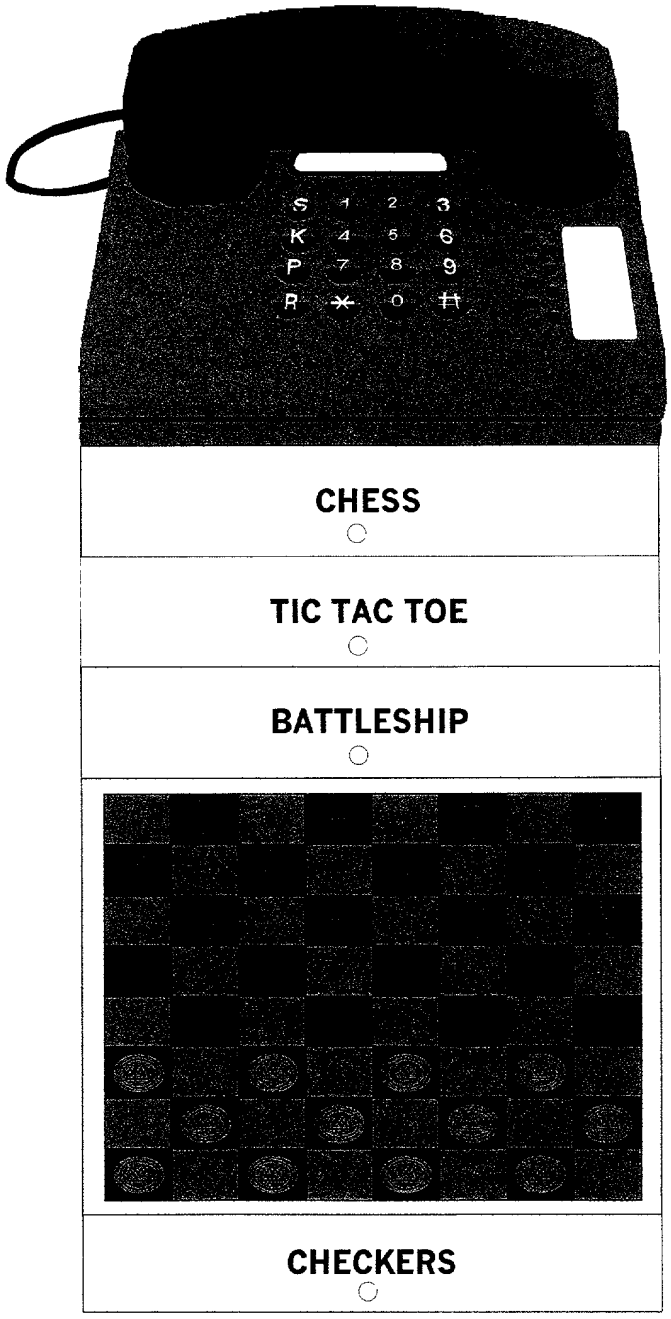
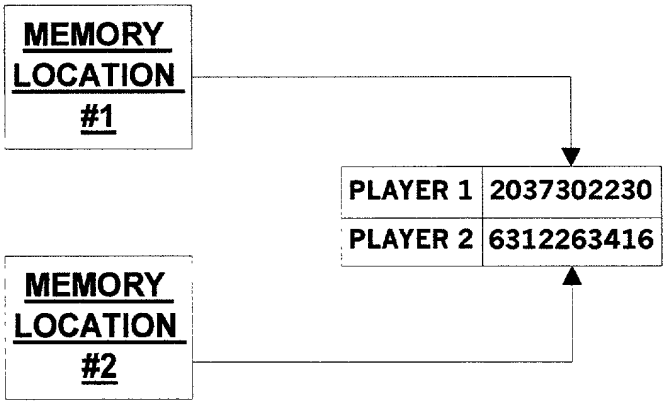


FIG. 6

LOGIC FOR DISPLAYING PLAYER IDs AT EACH PLAYER'S TERMINAL

MEMORY STORAGE LOCATION #1 TELEPHONE NUMBER OF PLAYER'S TERMINAL
MEMORY STORAGE LOCATION #2 TELEPHONE NUMBER DIALED BY PLAYER'S TERMINAL
MEMORY STORAGE LOCATION #3 CALLER ID OF OTHER PLAYER'S TERMINAL

IN TERMINAL PLACING OUTGOING CALL



IN TERMINAL RECEIVING INCOMING CALL

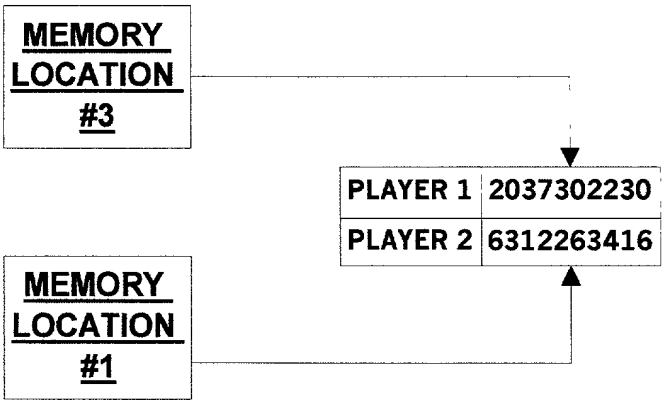


FIG. 7

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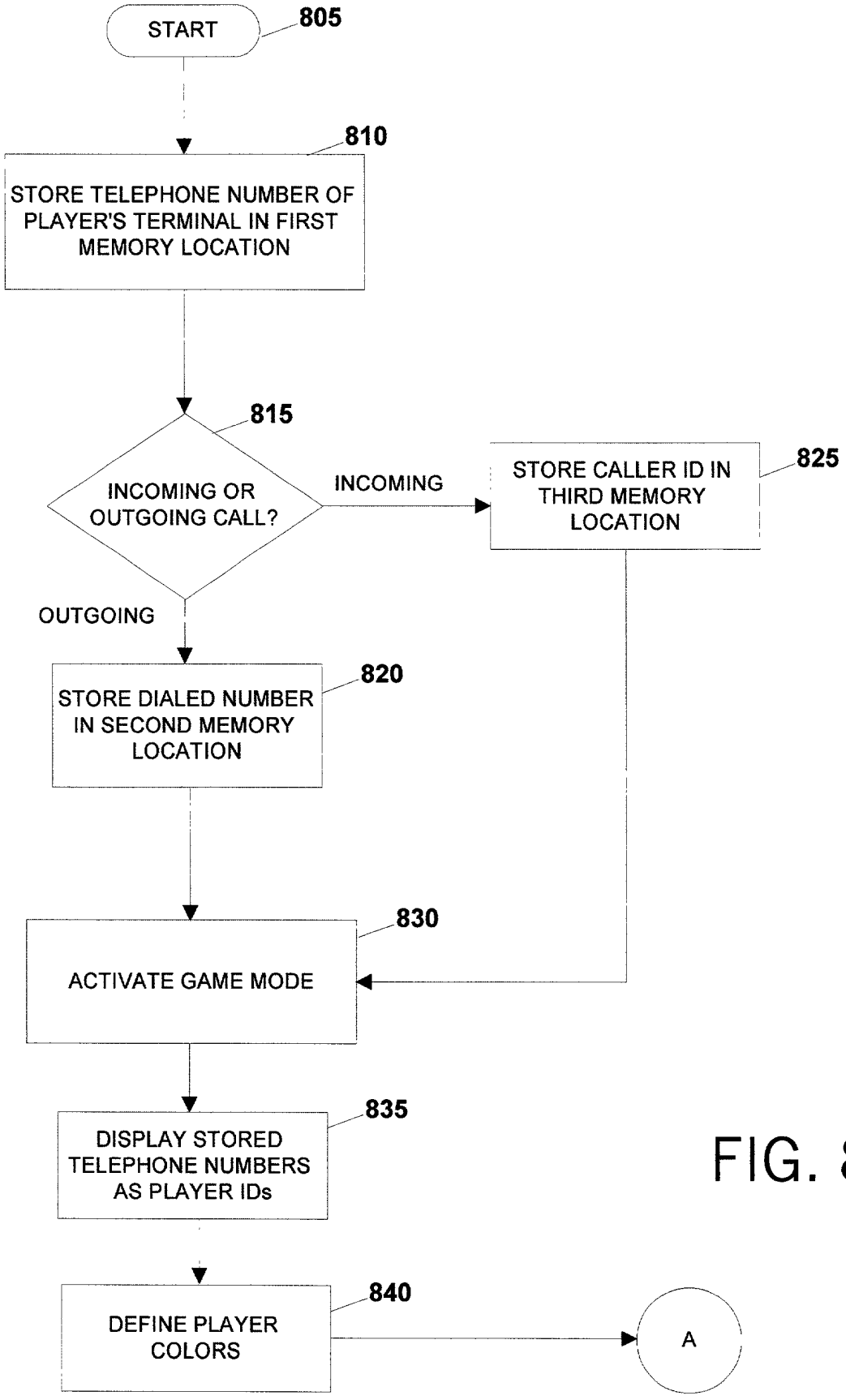
START
805
STORE TELEPHONE NUMBER OF PLAYER'S TERMINAL IN FIRST MEMORY LOCATION
810
INCOMING OR OUTGOING CALL?
815
INCOMING
STORE CALLER ID IN THIRD MEMORY LOCATION
825
OUTGOING
STORE DIALED NUMBER IN SECOND MEMORY LOCATION
820
ACTIVATE GAME MODE
830
DISPLAY STORED TELEPHONE NUMBERS AS PLAYER IDs
835
DEFINE PLAYER COLORS
840
A

FIG. 8A

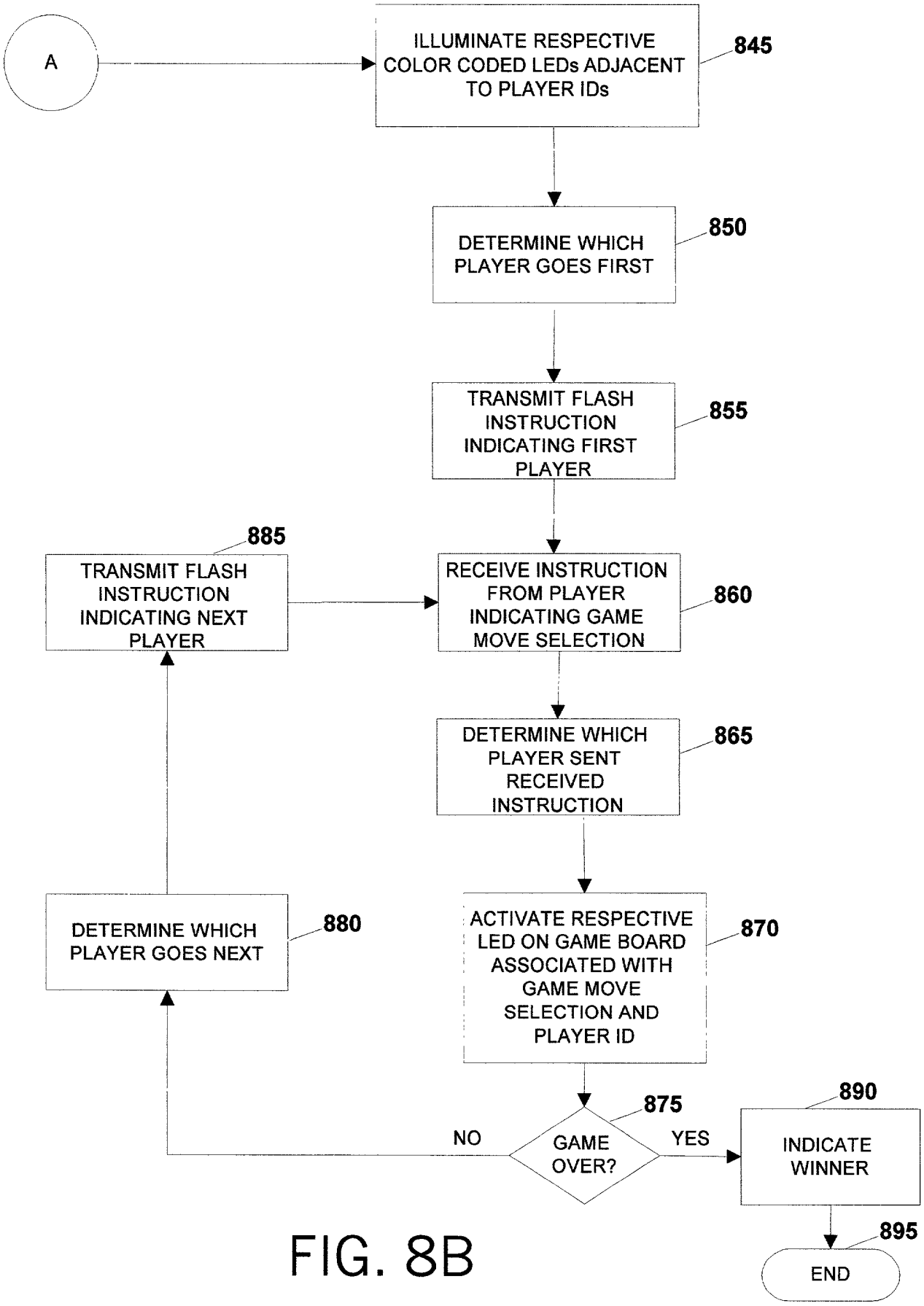
A
ILLUMINATE RESPECTIVE COLOR CODED LEDs ADJACENT TO PLAYER IDs
845
DETERMINE WHICH PLAYER GOES FIRST
850
TRANSMIT FLASH INSTRUCTION INDICATING FIRST PLAYER
855
RECEIVE INSTRUCTION FROM PLAYER INDICATING GAME MOVE SELECTION
860
DETERMINE WHICH PLAYER SENT RECEIVED INSTRUCTION
865
ACTIVATE RESPECTIVE LED ON GAME BOARD ASSOCIATED WITH GAME MOVE SELECTION AND PLAYER ID
870
GAME OVER?
875
NO
YES
INDICATE WINNER
890
END
895
DETERMINE WHICH PLAYER GOES NEXT
880
TRANSMIT FLASH INSTRUCTION INDICATING NEXT PLAYER
885

FIG. 8B

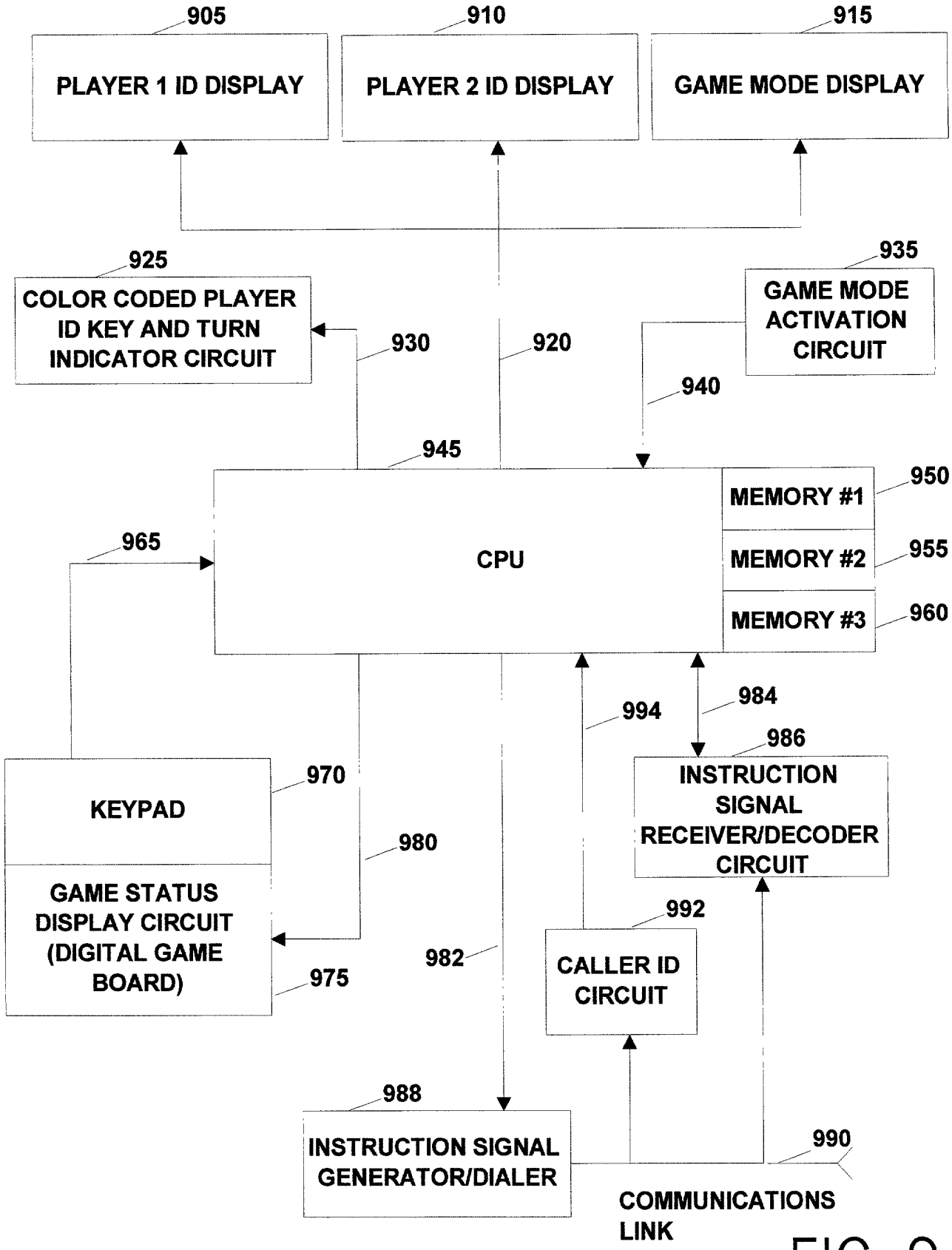
905
PLAYER 1 ID DISPLAY
910
PLAYER 2 ID DISPLAY
915
GAME MODE DISPLAY
925
COLOR CODED PLAYER ID KEY AND TURN INDICATOR CIRCUIT
930
920
935
GAME MODE ACTIVATION CIRCUIT
940
945
CPU
MEMORY #1
950
MEMORY #2
955
MEMORY #3
960
965
994
984
986
INSTRUCTION SIGNAL RECEIVER/DECODER CIRCUIT
970
KEYPAD
980
GAME STATUS DISPLAY CIRCUIT (DIGITAL GAME BOARD)
975
982
992
CALLER ID CIRCUIT
988
INSTRUCTION SIGNAL GENERATOR/DIALER
990
COMMUNICATIONS LINK

FIG. 9

GAME MODE ON

PLAYER 1	2037302230	
PLAYER 2	6312263416	

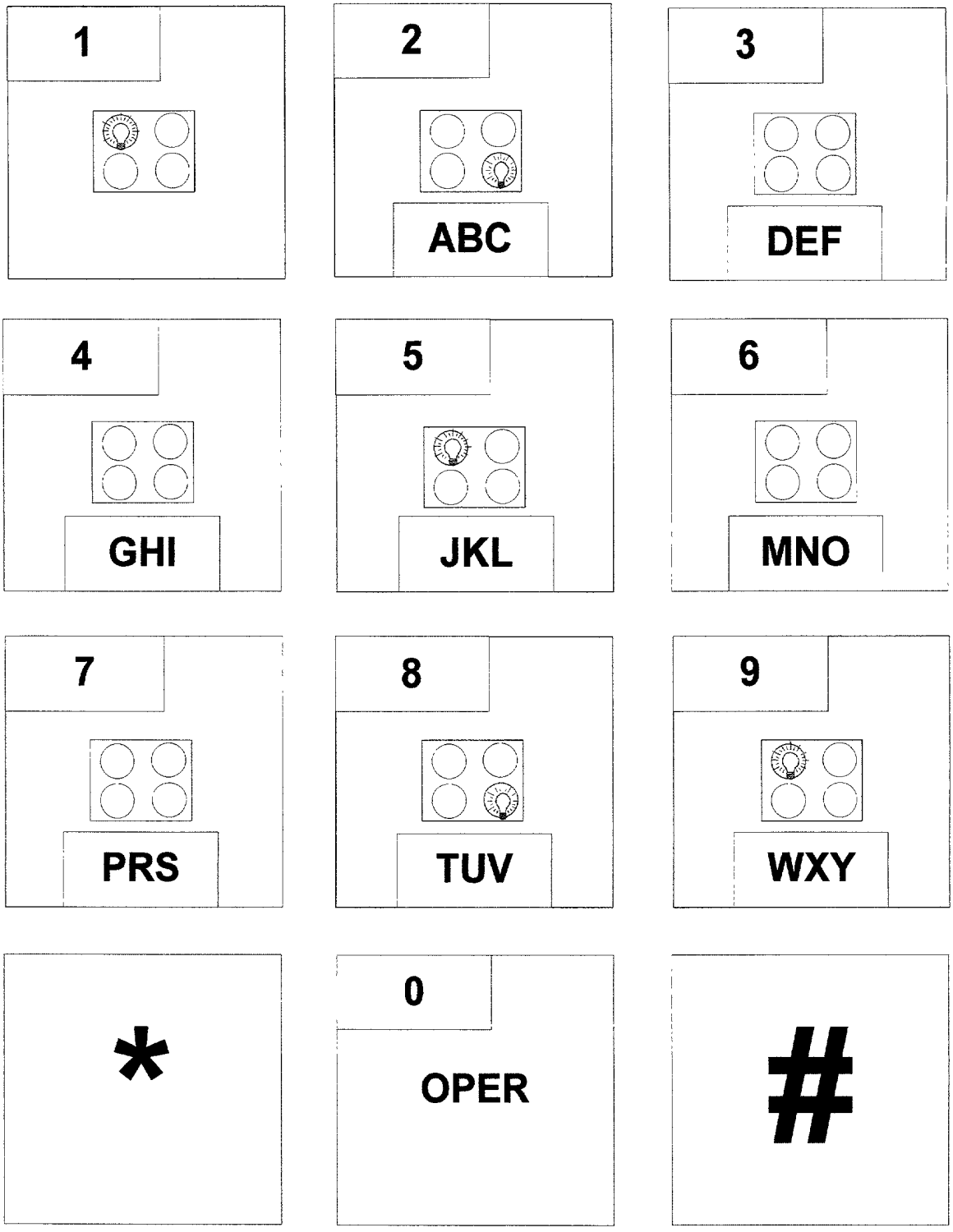

FIG. 10

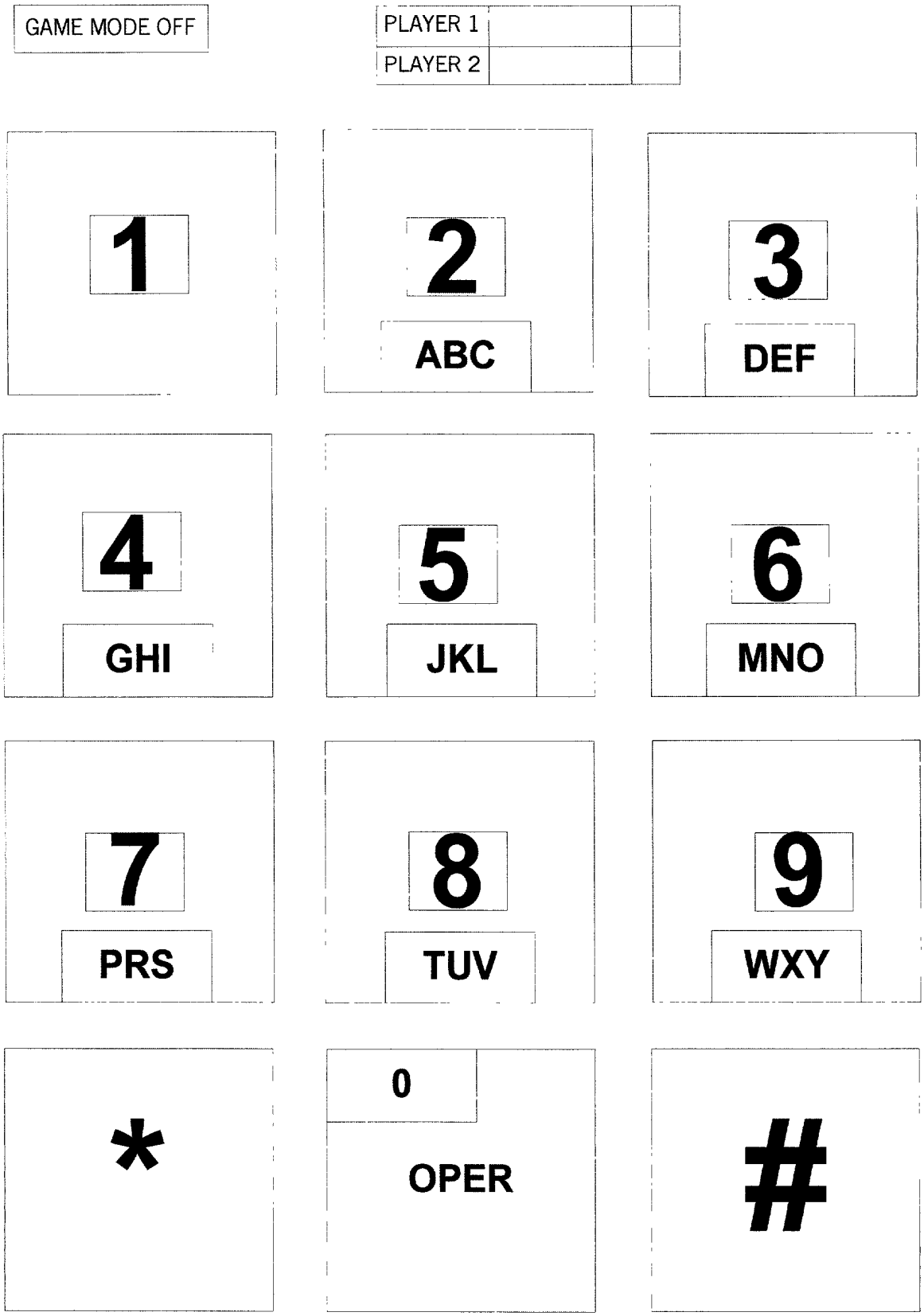
GAME MODE OFF
PLAYER 1
PLAYER 2
1
2
ABC
3
DEF
4
GHI
5
JKL
6
MNO
7
PRS
8
TUV
9
WXY
*
0
OPER
#

FIG. 11

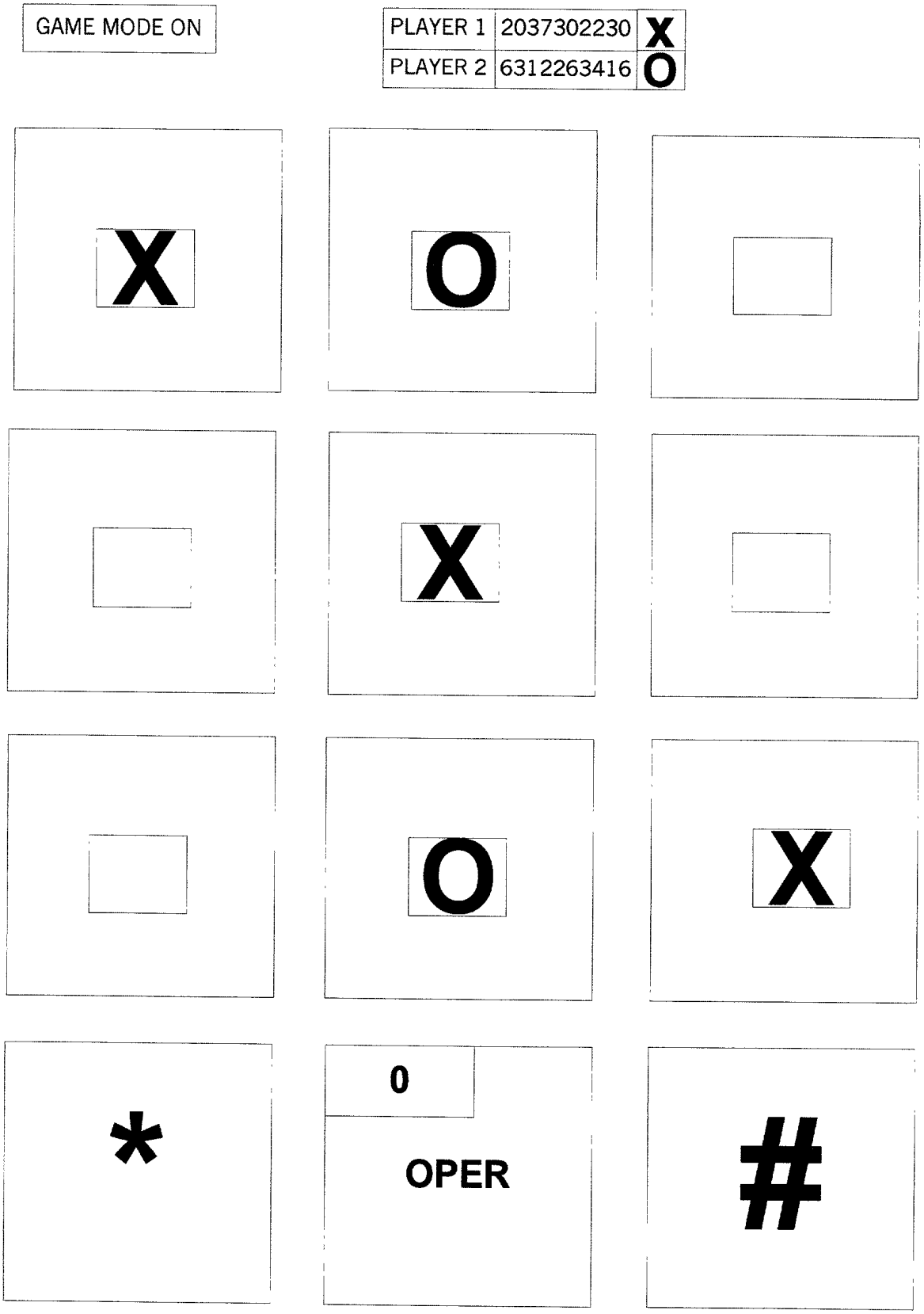
GAME MODE ON
PLAYER 1 2037302230 X
PLAYER 2 6312263416 O
X
O
X
O
X
0
OPER
*
#

FIG. 12